FRONT LINE™ BY TAITO
1 FIRE
2 ROTATE
3 ROTATE
4 GRENADE/JUMP
ACTION BUTTONS
PAUSE/ REPLAY
OPTION
COLECO VISION® & ADAM™

FOR
COLECOVISION®
& ADAM™
FAMILY COMPUTER SYSTEM

Guide No. 14323

CARTRIDGE INSTRUCTIONS

TAITO®

Front Line™

NO. 2650

For use with ColecoVision® or the ADAM™ Family Computer System!

- **Select from four skill levels**
- **Play against the computer or another player**
- **For one or two players**

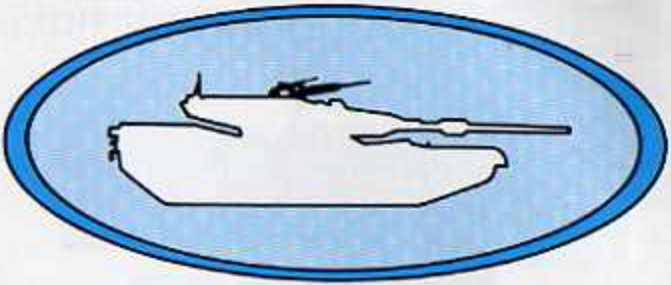
Use your SUPER ACTION™ CONTROLLERS for this game.

It will take all the skill you've got to fight the battle that wins the war!

Plays like the FRONT LINE™ arcade game!

COLECO

GAME DESCRIPTION



March into action against the enemy in Coleco's FRONT LINE™, a game of battle. Your mission? Invade enemy territory and knock out their fortress. To do it, you'll have to fight your way across constantly changing terrain. By vehicle or on foot, you'll charge through dense underbrush, over burning desert sands, and across treacherous river bridges. If you succeed in demolishing the enemy fort, your reward will be a new battle against an even more experienced army!

GETTING READY TO PLAY

ALWAYS MAKE SURE THE COLECOVISION® UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.

One-Player Game
Use the Port 1 Controller.

Two-Player Game (Alternating Players)
Player 1 uses the Port 1 Controller. Player 2 uses the Port 2 Controller.

Choose your challenge

Press the Reset Button. The Title screen appears on your TV. Wait for the first Game Option screen to appear, then use Keypad Button 1 or 2 to choose between a one- or two-player game.

Skill selection

When the Skill Selection screen appears, **each player** selects a Skill Option by pressing the corresponding number button on that player's controller keypad. Because FRONT LINE™ features Individual Skill Selection, each player can select a different skill level. For a one- or a two-player game, skill levels are as follows:

Skill 1 is the easiest and is suitable for play by beginners.

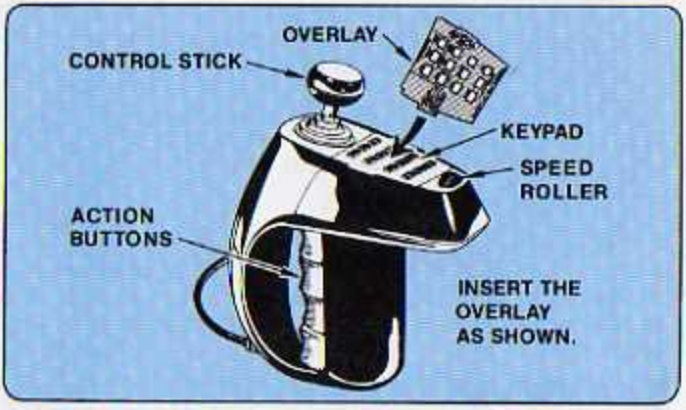
Skill 2 is a little harder. Enemies are more dangerous.

Skill 3 plays at the difficulty and timing of a professional arcade machine.

Skill 4 is more difficult than an arcade machine.

NOTE: If you select a two-player game, players take turns. Player 1 begins. Each turn lasts until a player's soldier is eliminated, or the enemy fort is destroyed.

USING YOUR CONTROLS



1. **Control Stick:** Pushing the Control Stick in any direction, makes your soldier or friendly tank move in that direction. Returning the Control Stick to neutral makes the movement stop.
2. **Keypad:** Keypad Buttons 1–4 allow you to select the Game Options you want to play. Press only one Keypad Button at a time for most accurate results.
3. **Action Buttons:** The color-coded boxes on the left side of the Keypad Overlay indicate which Action Buttons you should use for specific functions.

   Yellow Action Button: fires your weapon.

   Orange Action Button: rotates your weapon **clockwise.** (A brief press rotates the weapon one position.)

   Purple Action Button: rotates your weapon **counterclockwise.** (A brief press rotates the weapon one position.)

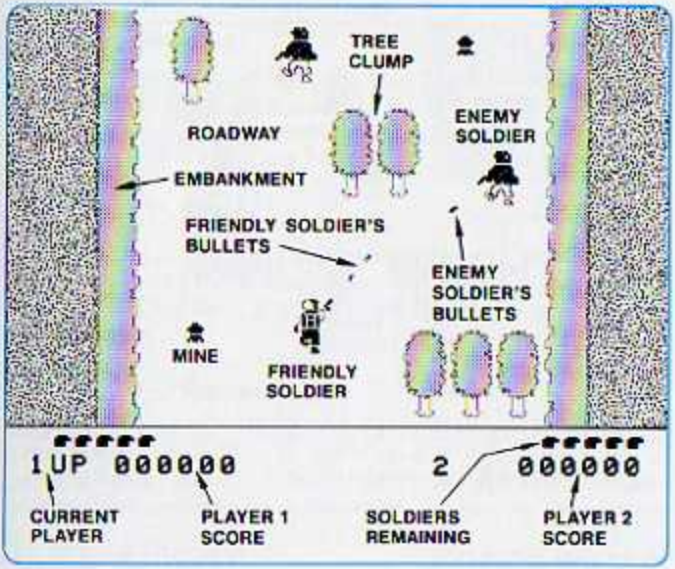
   Blue Action Button: throws a hand grenade or allows your soldier to jump into and out of a blue tank.

NOTE: The Speed Roller is **not** used in this game.

HERE'S HOW TO PLAY!

On the road.

Your goal is to invade the enemy's territory and destroy their fort. When the action begins, you're a humble foot soldier out on the road, armed only with a loaded rifle and hand grenades. Use the Control Stick to move up the road and closer to the enemy's fort.



The battle begins.

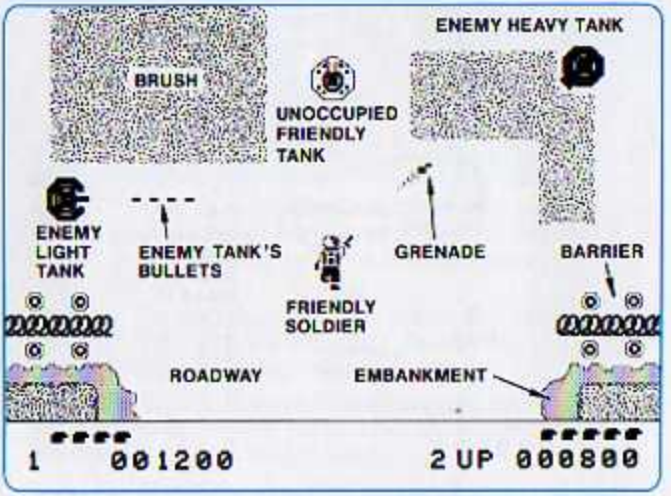
As you dash up the roadway, the enemy is close at hand. Use the appropriate Action Button to direct your aim — then fire!

Mind those mines!

Avoid those land mines planted along the road. If you run over one, it's curtains!

Tricky terrain

Those clumps of trees supply plenty of shade, but sometimes they only get in your way. You can't shoot through them, but you **can** toss a hand grenade into or over the branches.



Into the brush

Whew! You made it to the end of the road — but your enemies won't give up that easily. See what new tactics they have in store as you fight your way through the Brush.

Fight fire with fire.

Once you reach the Brush, the enemy soldiers retreat and their tanks appear. Lumbering, heavy tanks shoot powerful shells, but move very slowly. Light tanks are faster, but their machine gun bursts have a shorter range.

Tanks, I needed that!

You locate an abandoned tank just in time! Press the blue Action Button to jump inside. Now you'll have better weapons to use on the enemy.

Bail out!

If your light tank is hit, press the blue button to jump out and run away before it explodes. (Note: If a light tank fires at your heavy tank, the first hit only damages the engine. If you're quick you can jump out to fix it, then hop back in.)

The heat is on!

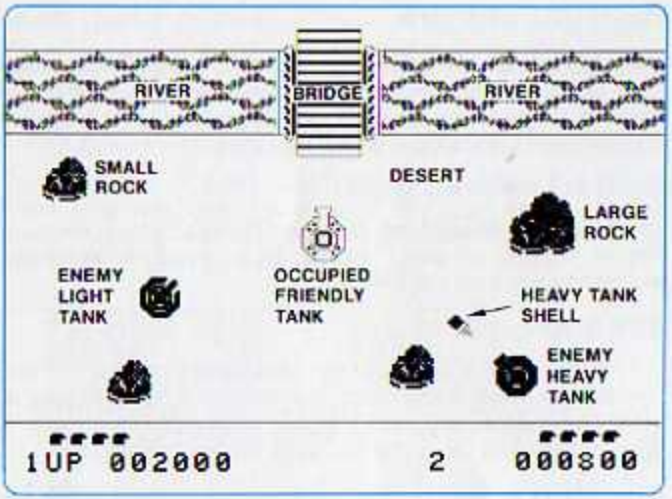
When you finally make it through the tangled Brush, you're getting closer to the enemy's fort. But you've still got a long way to go. This time, the battle will be waged over burning desert sands.

On the rocks

The heat is bad, but those rocks jutting out of the sand are even worse. You'll have to guide your tank very carefully to get past them all. If the fighting gets too intense, you can always duck behind a rock for cover.

Down by the river

There it is! The river at the end of the desert! Use the Control Stick to guide your tank safely across the bridge. And be careful—if you jump out of your tank while traveling along the river's edge, you'll be eliminated.



Off the wall

Once across the bridge, you're confronted with a dangerous obstacle course designed to keep you from reaching the enemy's fort. The ruined walls provide cover from enemy fire, but if you jump out of your tank and land on one you'll be trapped. And those craters caused by exploding mines are tough to get around!

Ouch!

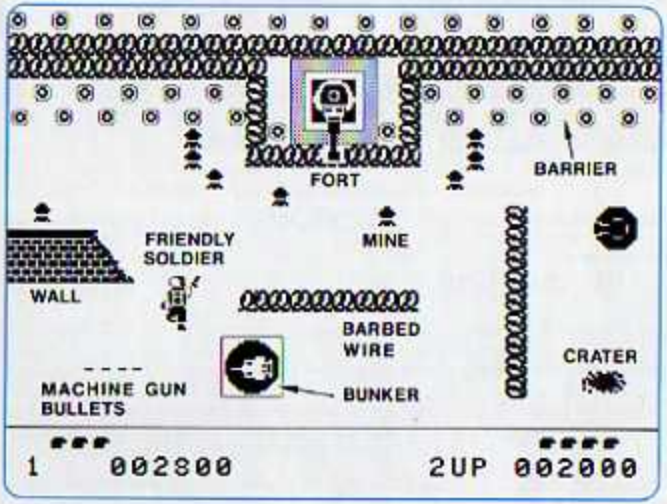
That barbed wire is no fun at all! You can't get through it on foot, so you'd better stay in your tank. Careful, soldier!

Blast those bunkers!

See that bunker that protects the enemy fort? Its machine gun rotates and fires. You can eliminate this danger only by throwing a hand grenade.

No tanks!

Now the trouble really starts. You're close enough to fire on the fort, but in order to destroy it you'll have to stay out of your tank to toss a hand grenade. Meanwhile, enemy tanks roll on!



Onward, soldier!

Congratulations! You've succeeded in destroying the enemy's fort! Your reward? Transfer to another front to fight against an even more dangerous enemy. You've won the battle. Will you win the war?

Special pause feature

Press * during a game to pause. The screen blanks and music plays. Press * again to return to the game exactly as you left it. There is a slight delay before the action resumes, giving you time to size up the situation.

Starting over

Press * to replay the FRONTLINE™ Game Option that you've just played. Press # to get back to the first Game Option screen.

* = Pause (during game) or Replay (after game)
# = Game Options (other choices)

Reset

The Reset Button on the console stops the game and returns you to the Title screen. It can be used to start a new game or in the event of game malfunction.

SCORING

ENEMY ELIMINATED	POINTS
Soldier	100
Bunker	100
Tank	100
Fort	1000

Each player starts with five friendly soldiers. When each Round is completed, the player is awarded a Bonus Soldier (up to six).

THE FUN OF DISCOVERY

This instruction booklet provides the basic information you'll need to start playing FRONTLINE™, but it's only the beginning! You'll find that this cartridge contains special features that make FRONTLINE™ exciting every time you play. Experiment with different strategies — and enjoy the game!

90-DAY LIMITED WARRANTY

Coleco warrants to the original consumer purchaser in the United States of America that this video game cartridge will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at its authorized Coleco Service Station. This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

Any implied warranties arising out of the sale of the video game cartridges including the implied warranties of merchantability and fitness for a particular purpose are limited to the above 90 day period. Coleco shall in no event be liable for incidental, consequential, contingent or any other damages.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

SERVICE POLICY

Please read your Video Game Owner's Manual carefully before using the product. If your video game cartridge fails to operate properly, please refer to the trouble-shooting checklist in the Owner's Manual for your particular video system. If you cannot correct the malfunction after consulting the trouble-shooting checklist, please call Customer Service on Coleco's toll-free service hotline: 1-800-842-1225 nationwide. This service is in operation from 8:00 a.m. to 5:00 p.m. Eastern Standard Time, Monday through Friday.

If Customer Service advises you to return your video game cartridge, please return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem to the Service Station you have been directed to return it to by the toll-free service information. If your cartridge is found to be factory defective during the first 90 days, it will be repaired or replaced at no cost to you. If the cartridge is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

If your cartridge requires service after expiration of the 90 day Limited Warranty period, please call Coleco's toll-free service hotline for instructions on how to proceed: 1-800-842-1225 nationwide.

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